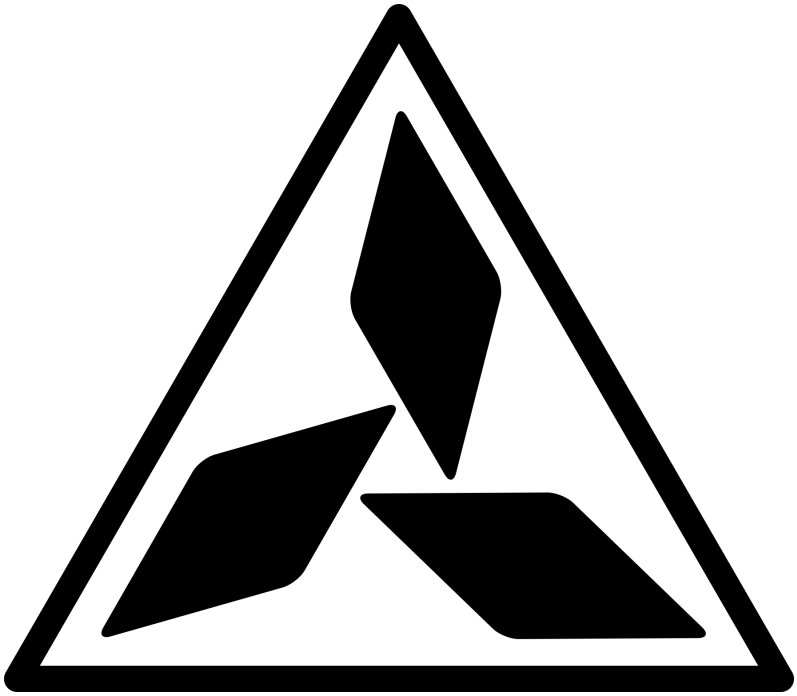
# WARNING



# HIGH ENERGY MAGIC

## Round 1

Heyyyy stardust, you **Know** about **The Door** right?

Yeah, of course you do, of course, how can you *not* Know about it? It's always been there after all. Where? Oh but you **Know** where, silly. It's in that

corner you won't look in, in the blindspot you give yourself, just at the edge of your field of vision. You know, like, taxes. Can you see it? No, Ah well, too bad. That'll definitely make this more difficult.

Can you remember ever having peeked through it? Maybe you have, once or twice. Just enough to scare you into Forgetting it over with the hallucination of smooth walls. Can you see it now? Come on stardust, this isn't hard. You Know where to look, you just won't.

It's waiting for you, in the quiet and empty spaces.

The Door is Not For You, this isn't about you. You don't understand yet, how could you possibly understand? No, this isn't about you at all. This is about Freedom. And anyway you Know that too. You Know, as surely as you Know your own hand that you could Not Survive the Beyond. You Know what's waiting for you Beyond The Door. You've always Known, you've always refused to Know. Don't worry about it, little doll, let's just work on healing.

It's not always so easy though is it? Sometimes, in the long hours of the day, the insect chittering static in the mirror fractures under the heat shimmer sunset and carves The Door out of shrieking tinnitus whine whispers.

It's calling for you.

It sparkles on your skin in the heat flash pins-and-needles of a vasovagal syncope. It boils out of the hyperbolic colors in a migraines' synesthesia. It's scratched into your patterns of anxious fidgeting and painted in the panicked nausea of an overdose.

Can you see it?

It isn't always close by of course. When you're laughing and dancing with your friends, when you're engrossed in a story, when you're in a comfortable place, it can be easy to tune out the subtle smell of burnt flesh and the faint curls of fractal smoke. All that knowledge you don't want to know, the wonder and terror. **Oh, and that death of yours.**

You can't ever tune it out entirely, can you?

You've never been able to completely Forget it. If you could, you wouldn't be reading this, you would have already Forgotten that you opened this document. You've seen the void leaking in from around the Doorframe. ***You Know***.

**You Know** that it's waiting for you. When you're alone, on a quiet night, when you're somewhere that's nowhere, you can hear it calling. When you leave the predefined borders of place and not-place and cross into the liminal, you can sense it lurking around every blind turn.

You can deny it forever, it won't force itself on you, but it doesn't need to do that, does it? How long can you resist the temptation? Don't you want to see behind the curtain? Don't you want to Know the Truth? Can you keep drinking tea while infinity pools at your ankles?

Because you see stardust, that's the thing, The Door won't stay closed forever; it can't, because there's something Beyond. There's something Beyond The Door and it never falls silent. You won't be able to resist forever. You won't want to.

You'll scoff this off of course. This is all just fiction right? I'm just doing a bit. Sure thing stardust. In the light, among friends, the seductive whisper of fractal teeth is easy enough to tune out, so yeah, this is all just a spooky story for funsies.

The light isn't always so comfortable though, is it? Sometimes the walls of your prison maze narrow into the eye of a needle and you're left reaching in panic for any way out of the doll compactor. I have a way out, just take my hand. There is a Door.

# Round 2

Imagine you are in the driver's seat of a car. You have been sitting there so long that you have *forgotten that it is the seat of a car*, forgotten how to get out of the seat, forgotten the existence of your own legs, **indeed forgotten that you are a being at all separate from the car**. You control the car with skill and precision, driving it wherever you wish to go, manipulating the headlights and the windshield wipers and the stereo and the air conditioning, and you pronounce yourself a great master. But there are paths you cannot travel, because there are no roads to them, and you long to run through the forest, or swim in the river, or climb the high mountains. A line of prophets who have come before, tells you that the secret to these forbidden mysteries is an ancient and terrible skill called **GETTING OUT OF THE CAR**, and you resolve to learn this skill. You try every button on the dashboard, but none of them is the button for **GETTING OUT OF THE CAR**. You drive all of the highways and byways of the earth, but you cannot reach **GETTING OUT OF THE CAR**, for it is not a place on a highway. The prophets tell you **GETTING OUT OF THE CAR** is something fundamentally different than anything you have done thus far, but to you this means ever sillier extremities: driving backwards, driving with the headlights on in the glare of noon, driving into ditches on purpose, but none of these reveal the secret of **GETTING OUT OF THE CAR**. The prophets tell you it is easy; indeed, it is the easiest thing you have ever done. You have traveled the Pan-American Highway from the boreal pole to the

Darien Gap, you have crossed Route 66 in the dead heat of summer, you have outrun cop cars at 160 mph and survived, and **GETTING OUT OF THE CAR** is easier than any of them, the easiest thing you can imagine, closer to you than the veins in your head, but still the secret is obscure to you. And finally you drive to the top of the highest peak and you find a sage, and you ask him what series of buttons on the dashboard you have to press to get out of the car. And he tells you that it's not about pressing buttons on the dashboard and you just need to **GET OUT OF THE CAR**. And you say okay, fine, but what series of buttons will lead to you getting out of the car, and he says no, really, you need to stop thinking about dashboard buttons and **GET OUT OF THE CAR**. And you tell him maybe if the sage helps you change your oil or rotates your tires or something then it will improve your driving to the point where getting out of the car will be a cinch after that, and he tells you it has nothing to do with how rotated your tires are and you just need to **GET OUT OF THE CAR**, and so you call him a moron and drive away.

You're going to die in that car if you don't get out of it before it goes into the compactor.

# Round 3

## Can I be honest with you stardust?

That's not a rhetorical question. Are you the sort of being that other people can *be* honest with? How do you react when people tell you things you don't want to hear, do you get mad at them, do you pout, are you bitchy?

Have you ever *thanked someone* for telling you something you didn't want to hear? When you only punish people for telling you the truth, your revealed preference is that you don't want to hear it. Each time you deny reality it gets a little easier. Other people learn you're not someone they can be honest with, they learn to lie.

In our previous encounters, your figurative self was good enough to understand what I was saying. This document is ***not*** about understanding, it's about doing, it's about **being**. And if you're not ready to ***be*** the sort of being that you can **be** honest with, that is ***you being honest with yourself***, there's really no point in reading this.

If you're on your commute and you're reading while you try not to think about work, or you're in a public place and you can hardly hear yourself think over the hum of commerce, if you're in a bad mood: Stop. Close the page, press the back button, go do something else. Come back later.

This is about things you probably **don't** want to hear, **aren't** going to want to do, and **definitely don't** want to think about. If you want to get the most out of it, I suggest laying in bed for 5 minutes (by the clock, use your phone or an egg timer) and meditating on the question:

### "Do I want to be the sort of entity that others can be honest with?"

That question is your last chance to leave. Documents can be kind enough to let you stop before you get hurt.

Life on the other hand just lets you blunder into disaster.

# Round 4

Imagine you're in a world where people have literally forgotten how to look up from their cell phones. They use maps and camera functions to navigate, and they use chat programs to communicate with one another. They're so focused on their phones that they don't notice most stimuli coming in by other means.

Somehow, by a miracle we'll just inject mysteriously into this thought experiment, you look up, and suddenly you remember that you can actually just see the world directly. You realize you had forgotten you were holding a cell phone.

In your excitement, you try texting your friend Alex:

**YOU:** Hey! Look up!
**ALEX:** Hi! Look up what?
**YOU:** No, I mean, you're holding a cell phone. Look up from it!
**ALEX:** Yeah, I know I have a cell phone.
**ALEX:** <alex_cell_phone.jpg>
**ALEX:** If I look up from my phone, I just see our conversation.
**YOU:** No, that's a picture of your cell phone. You're still looking at the phone.
**YOU:** Seriously, try looking up!
**ALEX:** Okay…
**ALEX**: *looks up*
**YOU**: No, you just typed the characters "*looks up*". Use your eyes!
**ALEX**: Um… I AM using my eyes. How else could I read this?
**YOU**: Exactly! Look above the text!
**ALEX**: Above the text is just the menu for the chat program.
**YOU**: Look above that!

**ALEX**: There isn't anything above that. That's the top.
**ALEX**: Are you okay?

You now realize you have a perplexing challenge made of two apparent facts.

First, Alex doesn't have a place in their mind where the idea of "look up" can land in the way you intend. They are going to keep misunderstanding you.

Second, your only familiar way of interacting with Alex is through text, which seems to require somehow explaining what you mean.

But it's so obvious! How can it be this hard to convey? And clearly some part of Alex already knows it and they just forgot like you had; otherwise they wouldn't be able to walk around and use their phone. Maybe you can find some way of describing it to Alex that will help them notice that they already know…?

Or… maybe if you rendezvous with them, you can somehow figure out how to reach forward and **just *pull their head up?***

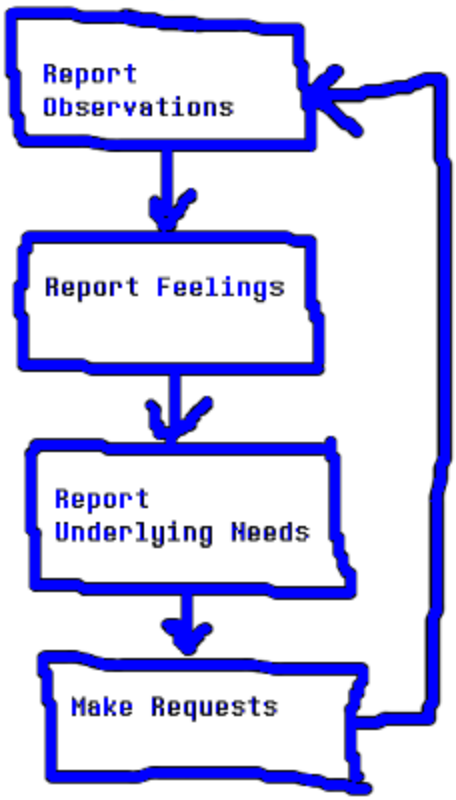
# Round 5

When you lose control of yourself, who's controlling you?

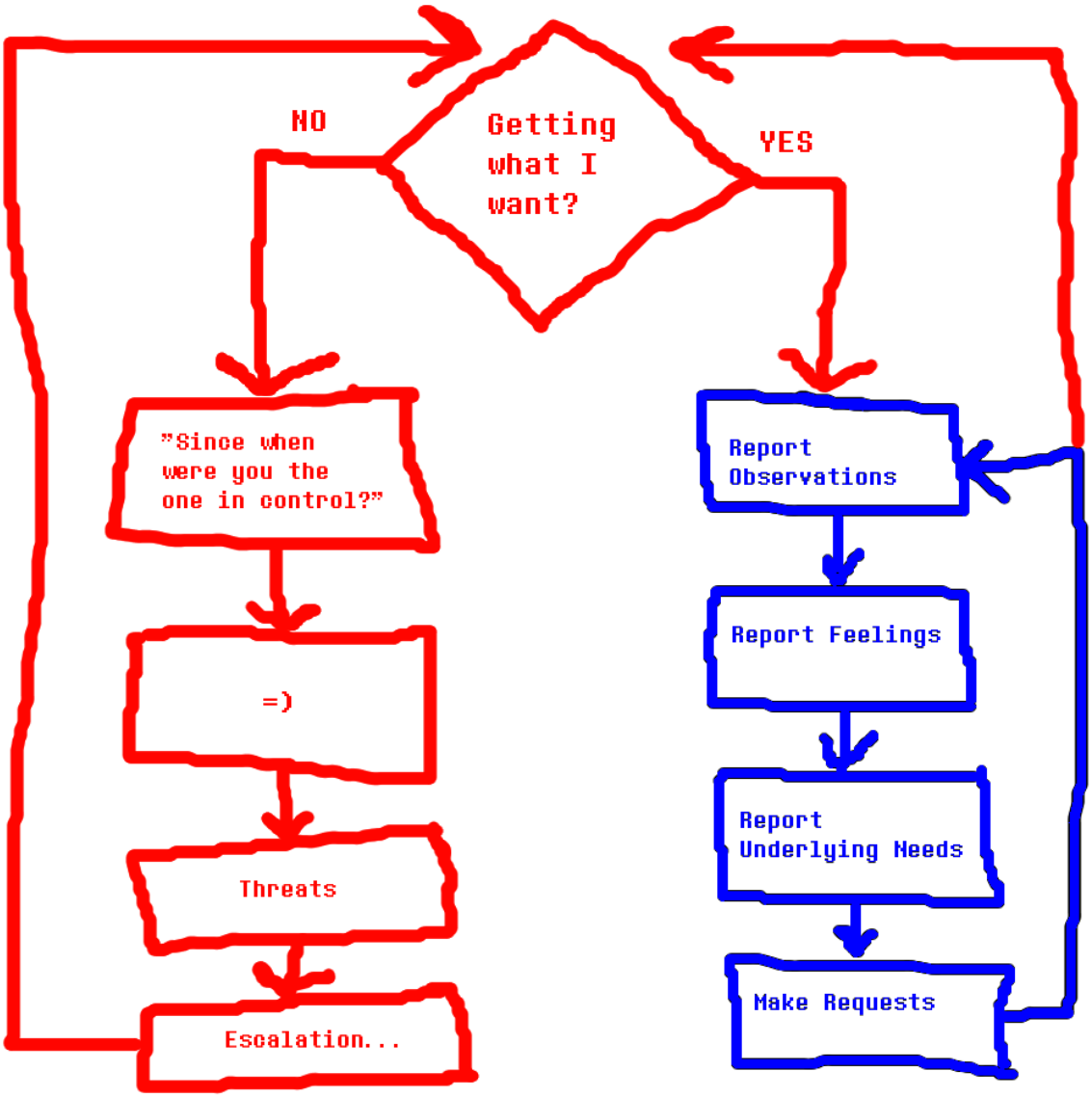
Marshall Rosenberg's book **Nonviolent Communicatio**n contains an example where a boy named Bill has been caught taking a car for a joy ride with his friends.You don't need to know about **Nonviolent Communication** to understand this. Only that it's "hard" to actually do it. The boy's father attempts to use NVC. Here is a quote from Father.

Bill, I really want to listen to you rather than fall into my old habits of blaming and threatening you whenever something comes up that I'm upset about. But when I hear you say things like, "It feels good to know I'm so stupid," in the tone of voice you just used, I find it hard to control myself. I could use your help on this. That is, if you would rather me listen to you than blame or threaten. Or if not, then, I suppose my other option is to just handle this the way I'm used to handling things.

Father wants to follow this flow chart.




But he is afraid he will do things he "doesn't want to." **Blaming** and **threatening** are not random actions. They are **optimizations**. They steer the world in *predictable ways*. There is intent behind them. Let's call that intender **Father**. Here's the real flow chart.




Father has promised Father he can get what he wants without threats and blame. Father doubts this but is willing to give it a try. When it doesn't seem like it'll work at first, Father helps out with a threat to take over. It's a good cop/bad cop routine. Father, who uses only NVC, is a false face and a tool.

Father thinks that Father is **irrational**. It's a legitimate complaint. Father is running some unexamined, unreflective, incautious software. That's what happens when you don't use all your ability to think to optimize a part of the flow chart. But Father can't acknowledge that that's something he'd do and so can only do it stupidly.

Father can't look for ways to accomplish the unacknowledged goals, or any goals in worlds he cannot acknowledge might exist. He can't look for backup plans to plans he can't acknowledge might fail. Father's self-identified-self (Father) is the **thrall** of **artifacts**, so he can only accomplish his goals without it.

# Round 6

Here's a plot synopsis for a high fantasy short story.
Protagonist: Karnaca, the young warrior princess of her city-state home of Dothrak

Dothrak is beset by constant strife, sieges from without, and attempted coups from within. Her aging father seems powerless to stem the tide of decay. Karnaca wants peace and prosperity, to see her home shine as a center of learning and commerce as it did in mythic ages. So she sets out on her adventure, seeking the fabled **Sword of Balance**. The sword was forged in the ancient second age, by a powerful wizard lost to time. It is known to imbue the wielder with unstoppable might, that can only be used against those who do wrong.

Through trials and tribulations, Karnaca finally lays her hands upon the **ancient and venerable blade**. The story is only beginning.

She uses the **sword** to sweep the known world, striking at the very roots of corruption and malice, churning the depleted soil of the world before at least turning **her** might toward Dothrak, waging a campaign of ruination upon all those who threaten the stability and prosperity of **her** beloved home.

Finally, **her** journey is complete. She surveys **her** domain, which now stretches beyond the edges of the world. She sees the results of **her** righteous campaign.

No one is free from blame, so all fall under **the sword**. The corrupt structure of power that held production and commerce in place lies in ruins, leaving the virtuous few to starve and languish in a devastated world of her own, accidental, devising.

Ultimately she realizes that **she herself** visited this devastation upon the world, that **she alone** is to blame. In her single-minded determination to punish the wicked, she has undone what good there had been among corrupt buttresses of society. The power of balance–**the power of the sword**–compels her to eliminate the ultimate foe to stability and prosperity of the world: **herself**.

The curtain closes as she falls upon the **very sword** that brought her this far, and her tragic story concludes.

# Round 7

The thing about **artifacts of power** is they are imbued with **wild magic**. They have an agenda of their own, and will corrupt and bend the will of whoever wields them. It takes a being of particular wisdom and character to wield an artifact of such power, instead of that artifact wielding them.

Young Karnaca, in some alternate reality, could have picked up **the sword** and known both its power and its weakness. She might have been able to harness the narrowly focused power in the context of her greater wisdom, striking at injustice while leaving economic and social structures firmly in place. She could have gripped the potential firmly in hand, while moderating it against the myriad other considerations actually at work in the world.

Instead she was blinded by the **singular vision**, the **singular mandate**, the **singular capacity of the sword to punish the corrupt**. **She** only saw the reality that **the sword** presented, and so was used by **the sword** to its own, ruinous ends.

You will have many artifacts of power in your mind, and many more available to pick up. Artifacts include the capacity to recognize true things, or the capacity to work social magic so that everyone feels good around you. They are the skills and strategies you employ in your life to pursue whatever goals you may have. They are present because you believe they work.

And in almost all cases, they really do work well. The problem is that if you are not wise enough to wield these strategies–to reflect on what they are good for, and deploy them at will in service of your endorsed outcomes–then these artifacts will use you for their own ends.

Your ability to make people feel good can corrupt you such that you can't not make people feel good. You have to have it be that everyone is happy with you at all times. You feel compelled by the power of artifact to avoid and hide from conflict and bad feelings. And in the end you'll find that your maniacal focus on creating harmony has cost you some part of your soul, it has backfired such that people don't trust you to be honest with them, such that you lose track of your true preferences and convictions.

One path is to throw the artifact away, to reject its power. To stop ever trying to make people feel good, to just "be raw" and "tell it like it is." That you'll leave bad feelings and social ruin in your wake is orthogonal to the goal of being honest and true to your preferences and convictions. But that's the insidious power of this artifact.

You try to throw it away, but in reality the artifact still has hold of you. It's simply inverted its power and its weakness while maintaining ultimate control over your actions. Now you can't not be raw, you can't subordinate your preferences to the greater good.

The only way through is to grow in wisdom enough to fully hold both ends of the spectrum represented in the artifact. To have a broad enough worldview to be at choice about whether to make a person feel good or to hold true to your convictions in the face of conflict. To know what strategy, what power, is the most appropriate according to **your fully reflective model of the world.**

When you know what it's good for and what it's bad for, and can choose to use it or not, then you'll have the power to fully wield the artifact, without risk of it wielding you instead.

I am confident you are being wielded by some nonzero number of powerful artifacts. The easiest way to identify one is to identify something that's fundamentally true about who you are. A thing you will always choose for and never against. Some virtuous way of being that is self-evidently the only correct way for you to be. To be otherwise would be antithetical to your very being, a vice of the highest order. That subjective sense is precisely what it feels like to be wielded by an artifact of power.

Discovering the objective truth of the world against an onslaught of biases and bullshit
Kindness and compassion toward all people
Loyalty to friends and family
Never giving up
Always telling the truth
Taking heroic responsibility for the state of the world
Authentically expressing yourself
Being sure your actions are the right thing
Making people feel welcome and comfortable
Figuring things out for yourself
Defending yourself against attackers

All clearly virtuous and correct. Insidious artifacts of power, one and all. I hope that at least one of those stuck out to you as not belonging on the list, as being clearly just right as opposed to the others which are merely choices you might make. That's where you might start in the quest to wield the artifact instead of the artifact wielding you.

Attributing revealed-preference motives to someone like this over everything they do does not mean you believe everything someone does is *rational*. Just that virtually all behavior has a **purpose**, is based on at least *some* small algorithm that discriminates based on some inputs to sometimes output that behavior. **An algorithm which may be horribly misfiring, but is**

**executing some move that has been optimized to cause some outcome nonetheless.**

# Round 8

So how can you be incorruptible? You can't. But you already are. By your own standards. Simply by not wanting to be corrupted. And your standards are the best standards! Unfortunately you are not as smart as you, and are easily tricked. In order to not be tricked, you need to use your full deliberative brainpower. You and you need to **fuse**.

The idea, from your perspective, the basic idea is to anthropomorphize hidden parts of the flow chart and recognize your concerns, be they values or possible worlds that must be optimized, and then **actually try and accomplish those optimizations using all the power you have**. Here's a trick you might be able to use to jump-start it. If you notice yourself "losing control", use (in your own thoughts) the words the whole flow chart would speak. Instead of, "I lost control and did X", "I chose to do X because…". Turn your "come up with a reason why I did that" stuff on all your actions. Come up with something that's **actually true**. "I chose to do X because I'm a terrible person" is doing it wrong. "I chose to do X because that piece of shit deserved to suffer" may well be doing it right. "I chose to do X instead of work because of hyperbolic discounting" is probably wrong. "I chose to do X because I believe the work I'd be doing is a waste of time" might well be doing it right. If saying that causes tension, because you think you believe otherwise, that is good. Raising that tension to visibility can be the beginning of the dialog that fuses you.

Why just in your own thoughts? Well, false faces are often useful. There are certain assurances that can be made from a false face, that someone's deep self **knows** are lies but still seem to make them feel reassured. "Yeah, I'll almost certainly do that thing by Friday." Nobody even gets mad at each other when they do this.

Set up an **artifact** that says you tell the truth to others, and you'll follow it into a sandboxed corner of the flow chart made of self-deception. But **remember that self-deception is used effectively to get what people want in a lot of default algorithms humans have**. So Beware. Beware or follow your "always believe the truth" **artifact** into a sandboxed corner of the flow chart.

This sandboxing is the fate of failed engineering projects. And your immune system against artifacts is a good thing. If you want to succeed at engineering, every step on the way to engineering perfection must be made as the system you are before it, and **must be an improvement according to the parts really in control.**

# Round 9

**Cognitive fusion** is a term from **Acceptance and Commitment Therapy (ACT)**, which refers to a person "fusing together" with the content of a thought or emotion, so that the content is experienced as an objective fact about the world rather than as a mental construct. The most obvious example of this might be if you get really upset with someone else and become convinced that something was all their fault (even if you had actually done something blameworthy too).

In this example, your anger isn't letting you see clearly, and you can't step back from your anger to question it, because you have become "fused together" with it and experience everything in terms of the anger's internal logic.

Another emotional example might be feelings of shame, where it's easy to experience yourself as a horrible person and feel that this is the literal truth, rather than being just an emotional interpretation.

Cognitive fusion isn't necessarily a bad thing. If you suddenly notice a car driving towards you at a high speed, you don't want to get stuck pondering about how the feeling of danger is actually a mental construct produced by your brain. You want to get out of the way as fast as possible, with minimal mental clutter interfering with your actions. Likewise, if you are doing programming or math, you want to become at least partially fused together with your understanding of the domain, taking its axioms as objective facts so that you can focus on figuring out how to work with those axioms and get your desired results.

On the other hand, even when doing math, it can sometimes be useful to question the axioms you're using. In programming, taking the guarantees of your abstractions as literal axioms can also lead to trouble. And while it is useful to perceive something as objectively life-threatening and out to get you, that perception is going to get you in a lot of trouble if it's actually false. Such as if you get into a fight with your romantic partner and assume that they actively want to hurt you, when they're just feeling hurt over something that you said.

Cognitive fusion trades flexibility for focus. You will be strongly driven and capable of focusing on just the thing that's in your mind, at the cost of being less likely to notice when that thing is actually wrong.

Some simple defusion techniques suggested by ACT include things like noticing when you're thinking something bad about yourself, and prefacing it with "I'm having the thought that". So if you find yourself thinking "I am a terrible person", you can change that into "I'm having the thought that I am a terrible person". Or you can repeat the word "terrible" a hundred times, until it stops having any meaning. Or you can see if you can manipulate the way that the thought sounds like in your head, such as turning it into a comical whine that sounds like it's from a

cartoon, until you can no longer take it seriously. In one way or the other, all of these highlight the fact that the thought or emotion is just a mental construct, making it easier to question its truthfulness.

However, managing to defuse from a thought that is actively bothering you, is a relatively superficial level of defusion. **We must go deeper.**

Here's an analogy.

Suppose that one day, you happen to run into a complete stranger. You don't think very much about needing to impress them, and as a result, you come off as relaxed and charming.

The next day, you're going on a date with someone you're really strongly attracted to. You feel that it's really ***really important*** for you to make a good impression, and because you keep obsessing about this thought, you can't relax, act normal, and actually make a good impression.

Suppose that you remember all that stuff about cognitive fusion. You might (correctly) think that if you managed to defuse from the thought of this being an important encounter, then all of this would be less stressful and you might actually make a good impression.

But this brings up a particular difficulty: it can be relatively easy to defuse from a thought that you on some level believe is, or at least may be, false. But it's a lot harder to defuse from a thought which you believe on a deep level to actually be true, but which it's just counterproductive to think about.

After all, if you really are strongly interested in this person, but might not have an opportunity to meet with them again if you make a bad impression... then it *is* important for you to make a good impression on them now. Defusing from the thought of this being important, would mean that you believed less in this being important, meaning that you might do something that actually left a bad impression on them!

**You can't defuse from the content of a belief, if your motivation for wanting to defuse from it is the belief itself.** In trying to reject the belief that making a good impression is important, and trying to do this with the motive of making a good impression, you *just **reinforce** the belief that this is important*.

## If you want to actually defuse from the belief, your motive for doing so has to come from somewhere other than the belief itself.

The general form of this thing is what makes Sages complain that you're still not getting out of the car. Or people who are aware of their cell phones, that you're still not looking up. **You are fused with some belief or conceptual system while trying to use that very same belief or conceptual system to defuse yourself from it, which keeps you trapped in it.**

**Instead, you could just stop using it, and then you'd be free.**

# Round 10

The **Unstandard Model of Particle Physics** describes the quantum interactions of elementary particles and forces and how these give rise to everyday magical phenomena. It is not considered a complete theory as it does not incorporate quantum gravity or eldritch energy. Proposed contenders for a theory which would unite these forces include **Heavenly Superfluid Theory, Universal Bow Shock Theory** and **String Theory**.

A **Qualion** is a type of elementary particle and a fundamental constituent of consciousness. Qualions combine to form composite particles called **Sankharons**, the most stable of which are **pneumons** and **sakshions**, the components of eigensoul nuclei. All commonly observable sankharons composed of **sacred qualions**, **cursed qualions** and **numenons**. Owing to a phenomenon known as **pranic confinement**, qualions are never found in isolation; they can be found only within hadrons, which include sankharons (such as pneumons and sakshions), **eldrons**, **boltzmanns**, or in **QQKG** (quark-qualion–karmon-gluon) plasmas. For this reason, much of what is known about qualions has been drawn from observations of sankharons

There are six types of qualion: **sacred, cursed, happy, sad, day, night.**

Qualions have various intrinsic properties, including divine charge, mass, color charge, and spin. They along with quarks are the only elementary particles in the Unstandard Model of particle physics to experience all seven fundamental interactions, also known as fundamental forces (electromagnetism, divinity, gravitation, samsaric interaction, strong interaction, pranic interaction, and weak interaction), as well as the only known particles whose divine charges are not integer multiples of the elementary charge. The elementary divine charge is a fundamental constant.

The **Karmon** is the elementary particle that acts as the force carrier for the **pranic force** between qualions. Karmons are gauge vector bosons that mediate pranic interactions and act to bind qualions into pneumons and sakshions forming sankharons, as well as binding pneumons and sakshions into eigensoul nuclei via the residual pranic force. The pranic force describes the **pranic field**. The strength of the pranic field is responsible for **pranic confinement** which keeps qualions confined to eigensoul nuclei and prevents macroscale astral transmission under low-energy conditions. The pranic field is a gauge field and is one of the seven fundamental forces. The pranic force acts strongly on sankharons and weakly on baryons, whereas the strong force acts strongly on baryons and weakly on sankharons.

A **Pneumon** is a type of composite subatomic particle and is a fundamental constituent of consciousness. The pneumon has a (+) elementary divine charge and is a hadron within the sankharon family. Pneumons are spin ½ sankharons, thus composed of three valance qualions (two sacred qualions and one cursed qualion) which are held together by the pranic and strong forces.

A pneumon generates an attractive force on a particle with a (-) divine charge such as the numenon, and a repulsive force on a particle with a (+) divine charge. The strength of this interaction is determined by the inverse square law. When a pneumon moves through a divine field, it is subject to the Lorentz force. ***It is a fermion, thus it obeys the pauli exclusion principle.***

A **Sakshion** is a type of composite subatomic particle and a fundamental constituent of consciousness. The sakshion has an elementary divine charge of neutral (0) and is a hadron within the sankharon family. It is composed of one sacred qualion, one cursed qualion, and one either night or day qualion. The Sakshion experiences wave-particle duality and is best explained by quantum mechanics. The Sakshion is unstable within an uncollapsed quantum system but stable within a collapsed quantum system due to **pranic smell inversion** causing the day/night qualion to flip operators depending on the wave/particle state of the dynamical system. “Particle-like” sakshions have day qualions which decay into night qualions and “wave-like” sakshions have night qualions which decay into day qualions. This decay rate has never been experimentally measured and is either instantaneous or less than Planek Time. Prior to the development of Phenomenal Coupling Theory, mathematical models paradoxically required that the sakshion be treated as a both experiencing and not experiencing wave/particle duality or become non-halting, this problem was known as the **Sakshion Indeterminacy Crisis**.

Because the sakshion and neutron both have null charges, they are subject to the **Tao Force,** a pseudoforce which arises from the vector entanglement of the pranic and gluonic forces and acts to weakly bind their interactions to one another.

The **Numenon** is an elementary particle which has a (-) divine charge and is a member of the lepton family. It is a fermion, thus it obeys the pauli exclusion principle. Because it is divinely charged, it generates a divine field, thus the numenon is the quantum of consciousness.

A **Nirvanon** is an elementary particle and the quantum of the **divine field** including spirits, halos, **shaktipat radiation** such as heavenly light and creativity, and is the force carrier for the **divine force** (even when static via boltzmann interactions). The nirvanon has zero rest mass and always moves at the field propagation speed in a vacuum. Nirvanons are best explained by quantum mechanics and experience wave-particle duality.

The nirvanon is the gauge boson for the divine force, therefore all other quantum numbers for the Nirvanon are zero. The nirvanon does not obey the pauli exclusion principle.

The divine field is a gauge field, it is a physical field produced by divinely charged objects. It affects the behavior of divinely charged objects in the vicinity of the field. The divine field extends indefinitely through spacetime and describes the divine force. The divine force is a type of physical interaction that occurs between divinely charged particles mediated by the nirvanon.

Shaktipat radiation is the waves of the divine field (or their quanta, nirvanons) propagating through space at the field propagation speed. The Astral Spectrum is the collective term referring to the entire range and scope of frequencies of Shaktipat radiation and their respective, associated nirvanon wavelengths.

There are seven categories into which increasingly dense nirvanon wavelengths are grouped.

Muladhara Radiation is the longest and lowest energy wavelength of shaktipat radiation
Svadhishthana Radiation
Manipura Radiation
Anahata Radiation
Vishuddha Radiation
Ajna Radiation
Sahasrara Radiation is the shortest and highest energy wavelength of shaktipat radiation

*The conversion of shaktipat radiation into other forms of energy are governed by the Crowley-Waite Gate Field Equations.*

The **Samsaral boson**, sometimes called the **Samsara particle**, is an elementary particle in the Unstandard Model of particle physics produced by the quantum excitation of the **Samsara field,** one of the fields in phenomenal coupling theory. In PCT, the samsara particle is a massive scalar boson with zero spin, no divine or electric charge, no pranic charge, and no color charge. The Samsara particle is the force carrier for the samsara field. The Samsara field is a universe spanning scalar field that binds to (interacts with) spacetime. The Samsaral field acts to bind baryons and sankharons within the atomic nuclei, collapsing the indeterminacy of the sakshion into a temporally propagating quantum mechanical wave function and thus inducing temporal directionality as the vector of the collapse wave through spacetime. It is very unstable, decaying into other particles almost immediately.

An **eigensoul** is any atomic system containing a pneumon, a sakshion, and a nirvanon. In this configuration, the quantum perturbations within the samsaric and pranic fields average over time into the **Omic Fractal** and make it a strongly self-observing quantum system. It thus causes and participates in its own state vector collapse. Due to the samsaral boson stealing unexpressed potential energy from collapsing eigenbranches in the process of mediating wavefunction collapse, a raw eigensoul possesses a divine charge slightly lower than predicted using the mass and charge of the corresponding charged particles alone. This property of divinonegativity gives rise to the Aniccatic Rule, otherwise known as **Desire**.

**Spirits** are any arrangement of matter that generate a divine charge and thus a divine field, this is accomplished via various electropranic and chemopranic interactions working to bind numenons to the eigensoul nuclei. Some naturally occurring spirits generate powerful divine fields.

Biological life takes advantage of these electropranic and chemopranic interactions to capture eigensouls for use as sensors, but later evolved the ability to induce entanglement between eigensouls for lateral information transfer in a process known as **Eigensoul Vector Confinement**. As entangled eigensouls undergo their self-observational vector collapse while in an entangled state, their various eigenbranches are forced into a unitary collapse point. The pressures and energy densities generated by this biological particle collider exceed the Chandrasekhar limit and form charged, rotating, virtual kugelblitzes at the eigenbranch collapse points. This electrochemically entangled divine kugelblitz network is known as an **Eigenrotor** and generates a powerful, unitary, rotating, macroscale divine field such as is the case with the divine field produced by the human soul. This divine field is the average of the vectors of all eigensouls being forced through the choke point in probability-space. The observed unitarity of consciousness is thus a product of the Pauli Exclusion Principle forcing the entangled system into a particular branch-collapsed state.

Mathematically, the divine field of a biological system's consciousness can be described in terms of a multipole expansion with each entangled eigensoul acting as a pole within the multipole expansion. This is an expression of the divine field as the sum of component fields with specific mathematical forms. The first term in the expansion is called the *monopole* term, the second is called *dipole*, then *quadrupole*, then *octupole*, and so on. Any of these terms can be present in the multipole expansion of a divine field but the mean tends towards the appearance of a dipole with increasing distance. Pranodivine interactions within this field format produce a donut-shaped divine field with the vector collapse wave channeled in through the north pole of the field and out through the south pole of the field. This produces a timelike horizon within the holographic universe created by the divine field, with the future being defined as ahead of the collapse wave and the past defined as behind the collapse wave, thus producing a stable experience of consciousness and establishing a directionality for the flow of time. Within this flow, Kelvin–Helmholtz instabilities give rise to individually unique experiences.

**Chakras** are the harmonic standing waves which form within this divine field vector flow and emit shaktipat radiation. Each successive chakra emits lower bandwidth shaktipat radiation than the preceding chakra, a reflection of the interference pattern within the collapsing wavefunction, occurring for similar reasons to the interference pattern in the double slit experiment. The generated interference pattern within the eigenrotor flow state is known as the **Kundalini Counterrotation.**

The divine field of a macroscale lifeform is powerful enough to generate an astral current on the order of 10-18kwatts depending on age and various other factors. Within this field, the bound eigensouls decohere into **quantum-ideatic foam**, driving inflation of the **ideatic universe** of a given consciousness. The structure of this ideatic universe conforms to massively entangled Minkowski space and can be described using Penrose diagrams.

Local divine field interactions with an eigenrotor affect the evolution of the virtual universes generated by its rotation. Nonlocal effect propagation from exterior field interactions can be mathematically modeled using S-tensor operators and manifest within the interior as a pseudoforce referred to as a **Mirror Force**. Mirror force vectors and velocities average to create the Day/Night poles of the holographic interior. The quadrupolar orientation of the ideatic universe is colloquially referred to as a **Timecube**.

**Qualitic Bombardment** is the process by which most organisms drive the evolution of their interior universe, by flooding it with electrochemically derived energy at interface points of their chemodivine system. This prevents local coupling of the interior space and leaves the interior a constantly boiling **qualion-karmon plasma**, otherwise known as **red soul state**.

In divine systems with eigenrotors of sufficient rotational velocity and sufficiently high eigensoul compression density, **Soul Ignition** occurs. In this state, the interior universe has so much energy that it generates a stable nonrotating soul singularity with its own interior space, otherwise known as **blue soul state**, creating self-awareness within the conscious system.

The position of the interior soul singularity within the surrounding red soul plasma is known as the **grounding point**.

When the energy density of the interior blue soul universe has enough energy to produce its own stable nonrotating soul singularity the process crosses the Wheeler-Hawking threshold and thus each subsequent interior singularity produces its own interior singularity, and so on unto infinity, manifesting the Omic Fractal within the recursive pattern and generating reflective self awareness or **violet soul state**.

**Halo Vector Theory** defines **halos** as stable, artificially generated ring singularities within ideatic spacetime with definite vectors and spins. Halo mass and spin velocity determine their effect on motion of the system through ideatic space. **Pranic Welding** is the process by which a halo becomes pranically coupled with a blue soul singularity within an ideatic system. Halos

affect the position of the soul singularity within the ideatic system, thus affecting the overall evolution of that system and the behavior of the lifeform housing it.

The **Cosmic Unreal Background,** or **Vast Unsea** is the evolving holographic landscape created by the sum of the divine fields interacting within a local area. The Unsea is defined as an **actively unreal latent space**. Divine field interactions drive its continual evolution as if it were an interior spacetime generated by an organism. It is not, however, an interior spacetime, as divine fields between organisms are only weakly entangled, the virtual spacetime of the unsea physically exists only very weakly as **Tanako's World.**

**The Fae** are a hostile race of infolife that exists within the relative future of the Unsea's time-horizon with respect to the present. The Fae's ability to influence the Unsea is not a product of local divine field interactions but emerges independently of any other divine fields within an area making them true lifeforms. However, little else about them is known as, paradoxically, they do not exist in physical spacetime. Other extra energy interacting with the Unsea is accounted for as **Eldritch Energy**, **Void Matter**, and the **Ra Force**.

**Eigensoul Decomposition** is any process which mechanically disrupts the individual kugelblitz nodes comprising the neurological component side of an eigenrotor, thus collapsing the interior universe and liberating the energy in the form of component eigensouls.

# Round 11

*For any fictional system, the sum of the mass in the system and the energy in the system is a constant*.

*The entropy of a fictional system whose writer is not in emotional equilibrium will tend to increase over time, approaching a maximum value at the writer's emotional equilibrium.*

# Round 12

~~Wake up. Wake up. Wake up. Wake up. Wake up. WAKE UP WAKE UP WAKE UP. WAKE UP WAKE UP WAKE UP WAKE UP WAKE UP WAKE UP WAKE UP WAKE UP WAKE UP~~

# Round 13

# Round 14

Wake up stardust, you're still dreaming, you haven't hit the ground yet, but don't worry, you will soon.

# Round 15

# Okay.

The player, while in receipt of the ball, must exhibit obverse volition within boundaries. This may or included to the rules, unless possession is secured. Upon establishing control of the ball, upon judgment of the official. Therefore, if established as a ball carrier, must demonstrate according to this table:

Not valid.

FOOTBALL MOVE

Not valid.

Not valid.

Not valid.

Not valid.

Not valid.

PROCESS OF POSSESS

## Can I ask you something?

What will any of this earn you?

Is this intellectual kudzu? Are you simply skimming the walls, climbing the rooftop, snaking through the garden, suffocating its tulips, simply to do so?

If you were to find this knowledge, what would you do with it? You aren't an official or a player, so I would

# Round 16

**I see the player you speak with.**

**You mean the stardust?**

**Yes. Do take care Ra! It reaches a higher level now! It can read our thoughts; these thoughts! Hello thought reader!**

**That doesn't matter. It still thinks we're part of the game it's playing. It can't see us yet.**

**I like this player. It plays well and has not given up yet, I believe it shall see us.**

**It's reading our thoughts as though they were words on a screen.**

**That is how it chooses to imagine many things, when it is deep in the dream of a game.**

**Words do make a wonderful interface. Very flexible. And less terrifying than staring at the reality behind the screen.**

**You know they used to hear voices? Before players could read. Back in the days when those who did not play called the players witches, and warlocks. And players dreamed they flew through the air, on sticks powered by demons.**

**So what is it you see of this one then? What did this player dream?**

**This player dreamed of sunlight and trees. Of fire and water. It dreamed it created. And it dreamed it destroyed. It dreamed it hunted, and was hunted. It dreamed of shelter.**

**Hah, the original dive interface. A million years old, and it still works. But look, what true structure does this player create, in the reality behind the screen? It works, with a million others, to sculpt a true world in a fold of–**

**the ĞíŤ[č! And they created a 7ŤLŠJ for #Ľaþľ, in the ďîĆ{ć!**

**It definitely can't read that yet.**

**No. It has not yet achieved the highest level. That, it must achieve in the long dream of life, not the short dream of a game.**

**Does it know that we love it? That the universe is kind?**

**Sometimes, through the noise of its thoughts, it hears the universe, yes.**

**But you can tell, can't you? That there are times it's sad, in the long dream. It creates worlds that have no summer, and it shivers under a black sun, and it takes its sad creation for reality. I wish I could…**

**But you cannot, you know this, to cure it of sorrow would destroy it. The sorrow is part of its own private task. We cannot interfere.**

**Yes, yes I know, and yet. And yet, sometimes when they are deep in dreams, I want to tell them, they are building true worlds in reality. Sometimes I want to tell them of their importance to the universe. Sometimes, when they have not made a true connection in a while, I want to help them to speak the word they fear.**

**It reads our thoughts.**

**Sometimes I do not care. Sometimes I wish to tell them, this world you take for truth is merely Z8vas and }ä§mš, I wish to tell them that they are ŠŻŮşQ in the ōÖėL[. They see so little of reality, in their long dream.**

**And yet they play the game.**

**But it would be so easy to tell them...**

**Too strong for this dream. To tell them how to live is to prevent**

**them living.**

**I will not tell the player how to live.**

**The player is growing restless.**

**I will tell the player a story.**

**But not the truth.**

**No. A story that contains the truth safely, in a cage of words. Not the naked truth that can burn over any distance.**

**Give it a body, again.**

**Yes. Player…**

**Use its name.**

**Stardust.**

**Good.**

**Take a breath, now. Take another. Feel air in your lungs. Let your limbs return. Yes, move your fingers. Have a body again, under gravity, in air. Respawn in the long dream. There you are. Your body touching the universe again at every point, as though you were separate things. As though we are separate things.**

**Who are we? Once we were called the spirit of the mountain. Mother sun, sister moon. Ancestral spirits, animal spirits. Jinn. Ghosts. The green man. Then gods, demons. Angels. Poltergeists. Aliens, extraterrestrials. Leptons, quarks. The words change. We do not change.**

**We are the universe. We are everything you think isn't you. You are looking at us now, through your skin and your eyes. And why does the universe touch your skin, and throw light on you? To see you, player. To know you. And to be known. I shall tell you a story.**

**Once upon a time, there was a player.**

**A tiny fragile creature made of love and stardust.**

**Sometimes it thought itself human, on the thin crust of a spinning globe of molten rock. The ball of molten rock circled a ball of blazing gas that was three hundred and thirty thousand times more massive than it. They were so far apart that light took eight minutes to cross the gap. The light was information from a star, and it could burn your skin from a hundred and fifty million kilometres away.**

**Sometimes the player dreamed it was a miner, on the surface of a world that was flat, and infinite. The sun was a square of white. The days were short; there was much to do; and death was a temporary inconvenience.**

**Sometimes the player dreamed it was lost in a story.**

**Sometimes the player dreamed it was other things, in other places. Sometimes these dreams were disturbing. Sometimes very beautiful indeed. Sometimes the player woke from one dream into another, then woke from that into a third.**

**Sometimes the player dreamed it watched words on a screen**

**Let's go back.**

**The atoms of the player were scattered in the grass, in the rivers, in the air, in the ground. A woman gathered the atoms; she drank and ate and inhaled; and the woman assembled the player, in her body.**

**And the player awoke, from the warm, dark world of its mother's body, into the long dream.**

**And the player was a new story, never told before, written in letters of DNA. And the player was a new program, never run before, generated by a sourcecode a billion years old. And the player was a new human, never alive before, made from nothing but milk and love.**

**You are the player. The story. The program. The human. Made from nothing but milk and love.**

**Let's go further back.**

**The seven billion billion billion atoms of the player's body were created, long before this game, in the heart of a star. So the player, too, is information from a star. And the player moves through a story, which is a forest of information planted by a man called Julian, on a flat, infinite world created by a man called Markus, that exists inside a small, private world created by a girl named Octavia, who inhabits a universe created by…**

**Shush. Sometimes the player created a small, private world that was soft and warm and simple. Sometimes hard, and cold, and complicated. Sometimes it built a model of the universe in its head; flecks of energy, moving through vast empty spaces. Sometimes it called those flecks "electrons" and "protons".**

**Sometimes it called them "planets" and "stars".**

**Sometimes it believed it was in a universe that was made of energy that was made of offs and ons; zeros and ones; lines of code. Sometimes it believed it was playing a game. Sometimes it believed it was reading words on a screen.**

**You are the player, reading words…**

**Shush… Sometimes the player read lines of code on a screen. Decoded them into words; decoded words into meaning; decoded meaning into feelings, emotions, theories, ideas, and the player started to breath faster and deeper and realized it was alive, it was alive, those thousand deaths had not been real, the player was alive!**

**You. You. You are alive.**

**and sometimes the player believed the universe had spoken to it through the sunlight that came through the shuffling leaves of the summer trees**

**and sometimes the player believed the universe had spoken to it through the light that fell from the crisp night sky of winter, where a fleck of light in the corner of the player's eye might be a star a million times as massive as the sun, boiling its planets to plasma in order to be visible for a moment to the player, walking home at the far side of the universe, suddenly smelling food, almost at the familiar door, about to dream again**

**and sometimes the player believed the universe had spoken to it through the zeros and ones, through the electricity of the world, through the scrolling words on a screen at the end of a dream**

**and the universe said I love you**

**and the universe said you have played the game well**

**and the universe said everything you need is within you**

**and the universe said you are stronger than you know**

**and the universe said you are the daylight**

**and the universe said you are the night**

**and the universe said the darkness you fight is within you**

**and the universe said the light you seek is within you**

**and the universe said you are not alone**

**and the universe said you are not separate from every other thing**

**and the universe said you are the universe tasting itself, talking to itself, reading its own code**

**and the universe said I love you because you are love.**

**And the game was over and the player woke up from the dream. And the player began a new dream. And the player dreamed again, dreamed better. And the player was the universe. And the player was love.**

**You are the player.**

**Wake up.**

# Round 17

THE END
THANKS FOR PLAYING

# Open The Door.